

SPELLCASTING ABILITY: _____

SPELL SAVE DC: _____

SPELL ATTACK BONUS: _____

First

Second

Third

Forth

Fifth

Sixth

Seventh

Eight

Ninth

Tenth

Spell slots

Mage Hand

Conjuration

Level: **Cantrip**

Casting time: **1 Action**

Range: **30 feet**

Components: **V, S**

Duration: **1 minute**

A spectral, floating hand appears at a point you choose within range.

The hand lasts for the duration or until you dismiss it as an action. The hand vanishes if it is ever more than 30 feet away from you or if you cast this spell again.

You can use your action to control the hand. You can use the hand to manipulate an object, open an unlocked door or container, stow or retrieve an item from an open container, or pour the contents out of a vial. You can move the hand up to 30 feet each time you use it.

The hand can't attack, activate magical items, or carry more than 10 pounds.

True Strike

Divination

Level: **Cantrip**

Casting time: **1 Action**

Range: **30 feet**

Components: **S**

Duration: **Concentration, up to 1 round**

You extend your hand and point a finger at a target in range. Your magic grants you a brief insight into the target's defenses. On your next turn, you gain advantage on your first attack roll against the target, provided that this spell hasn't ended.

Poison Spray

Conjuration

Level: **Cantrip**

Casting time: **1 Action**

Range: **10 feet**

Components: **V, S**

Duration: **Instantaneous**

You extend your hand toward a creature you can see within range and project a puff of noxious gas from your palm. The creature must succeed on a Constitution saving throw or take 1d12 poison damage.

At higher level

This spell's damage increases by 1d12 when you reach 5th level (2d12), 11th level (3d12), 17th level (4d12).

Burning Hands

Evocation

Level: **1**

Casting time: **1 Action**

Range: **Self (15-foot cone)**

Components: **V, S**

Duration: **Instantaneous**

As you hold your hands with thumbs touching and fingers spread, a thin sheet of flames shoots forth from your outstretched fingertips. Each creature in a 15-foot cone must make a Dexterity saving throw. A creature takes 3d6 fire damage on a failed save, or half as much damage on a successful one.

The fire ignites any flammable objects in the area that aren't being worn or carried.

At higher level

When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.

Expeditious Retreat

Transmutation

Level: **1**

Casting time: **1 Bonus Action**

Range: **Self**

Components: **V, S**

Duration: **Concentration, up to 10 minutes**

This spell allows you to move at an incredible pace. When you cast this spell, and then as a bonus action on each of your turns until the spell ends, you can take the Dash action.

Protection from Evil and Good

Abjuration

Level: **1**

Casting time: **1 Action**

Range: **Touch**

Components: **V, S, M (holy water or powdered silver and iron, which the spell consumes)**

Duration: **Concentration, up to 10 minutes**

Until the spell ends, one willing creature you touch is protected against certain types of creatures: aberrations, celestials, elementals, fey, fiends, and undead.

The protection grants several benefits. Creatures of those types have disadvantage on attack rolls against the target. The target also can't be charmed, frightened, or possessed by them. If the target is already charmed, frightened, or possessed by such a creature, the target has advantage on any new saving throw against the relevant effect.

Sleep

Enchantment

Level: **1**

Casting time: **1 Action**

Range: **90 feet**

Components: **V, S, M (a pinch of fine sand, rose petals, or a cricket)**

Duration: **1 minute**

This spell sends creatures into a magical slumber. Roll 5d8, the total is how many hit points of creatures this spell can affect. Creatures within 20 feet of a point you choose within range are affected in ascending order of their current hit points (ignoring unconscious creatures).

Starting with the creature that has the lowest current hit points, each creature affected by this spell falls unconscious until the spell ends, the sleeper takes damage, or someone uses an action to shake or slap the sleeper awake. Subtract each creature's hit points from the total before moving on to the creature with the next lowest hit points. A creature's hit points must be equal to or less than the remaining total for that creature to be affected. Undead and creatures immune to being charmed aren't affected by this spell.

At higher level

When you cast this spell using a spell slot of 2nd level or higher, roll an additional 2d8 for each slot level above 1st.